

2025
ASHO4U
SHOW

PATTERN
BOOK

2025 ASHO4U SHOW

EQUIDOME
PATTERNS

ASHO4U SHOW

172 — A/HA/AA Showmanship AATH

173 — A/HA/AA Showmanship W/T JTH 10 & Under

174 — A/HA/AA Showmanship JTH 18 & Under

Judge - Damianos

Showmanship

LEVEL 1 • PATTERN F

Exhibitors are to complete the pattern on the side of the marker as indicated in the drawing

Be ready at marker A.

Walk from marker A to around marker B.

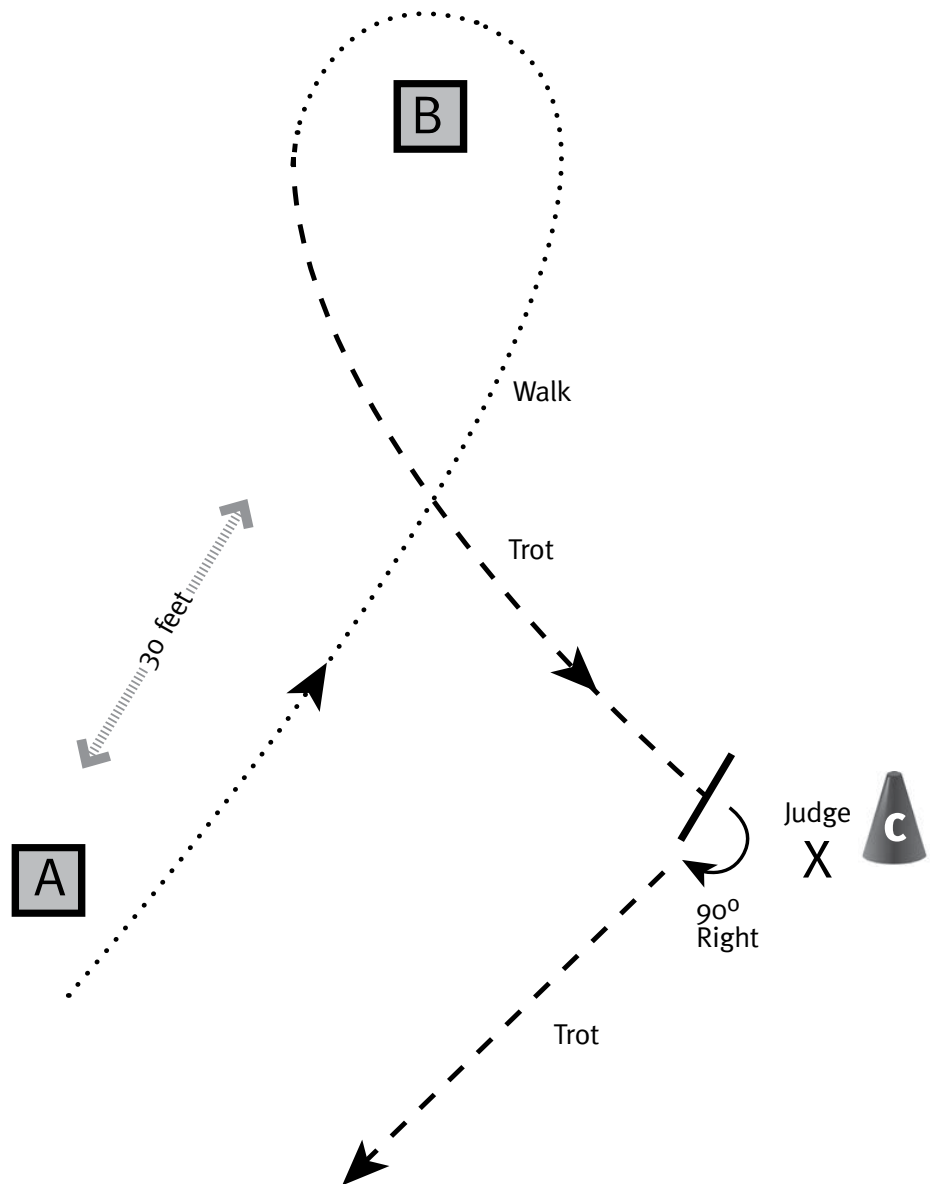
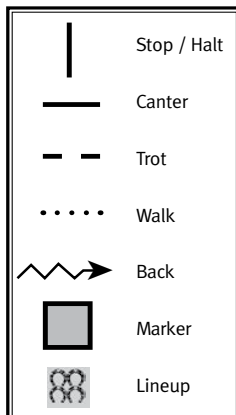
Trot from marker B to the judge.

Stop and set up for inspection.

When dismissed, turn approximately 90-degrees.

Return to lineup at the trot or exit at the direction of the ringmaster.

- ☐ **In the Ring**— Exhibitors enter arena and remain collectively for the entire class. Exhibitors are to enter the arena at the walk. Trot at the marker and line up at the discretion of the ringmaster.
- ☐ **In and Out of the Ring**— Exhibitors enter arena one at a time and are excused at the completion of their pattern.
- ☐ **At the Gate**— Exhibitors enter arena one at a time and are gathered in arena for final inspection as a collective group.



ASHO4U SHOW

18 - AHA Hunter Seat Equitation NTJ Medal JTR 18 & Under Judge Damianos

Hunter/Jumping Seat

LEVEL 3 • PATTERN JJ

Walk to the starting point.

Drop stirrups.

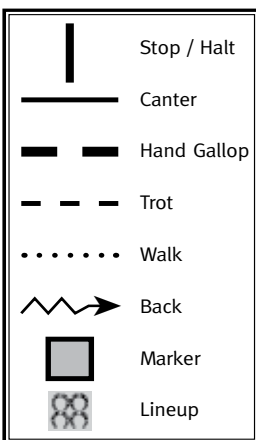
Trot a two-loop serpentine. Halt.

Pick up stirrups.

Pick up the counter canter.

At end of arena, change leads (simple or flying) and proceed into a hand gallop around far end of arena and down straightaway.

Halt. Return to lineup or exit at a walk.



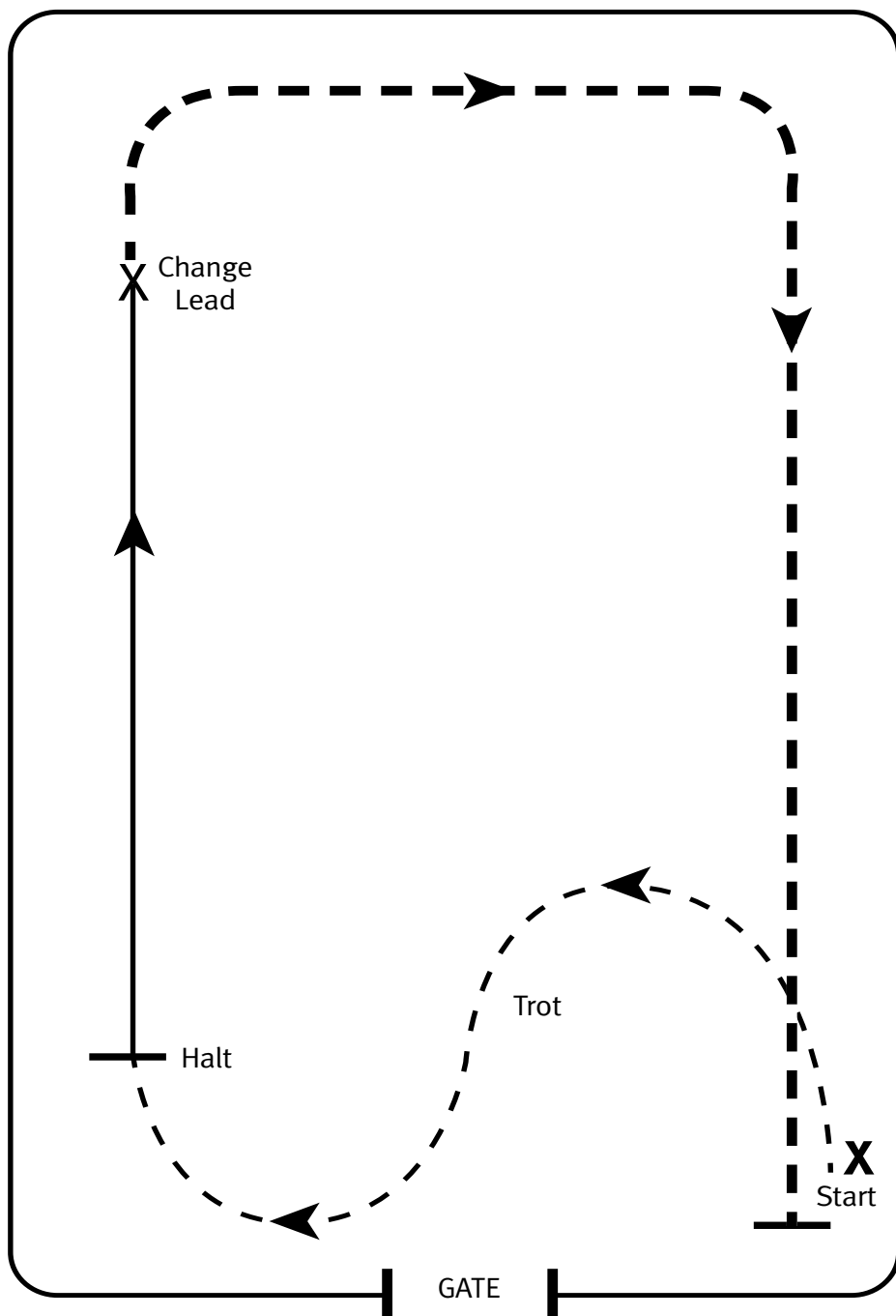
This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.



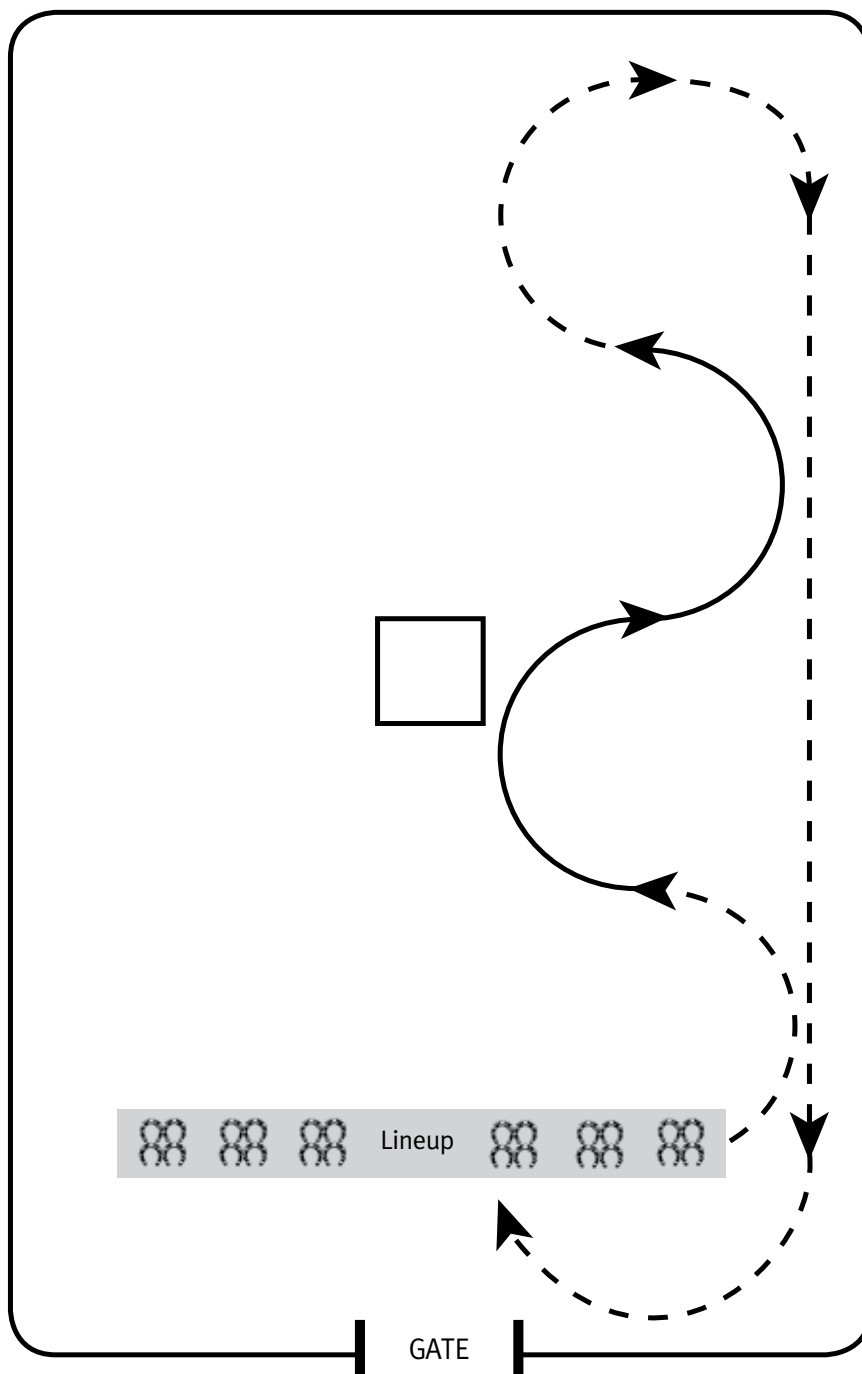
ASHO4U SHOW

275 - AHA Saddle Seat Medal JTR 18 & Under

Judge Damianos

Saddle Seat

LEVEL 1 • PATTERN M • Tests 3,7,11



Enter the ring at a walk and turn to the right.

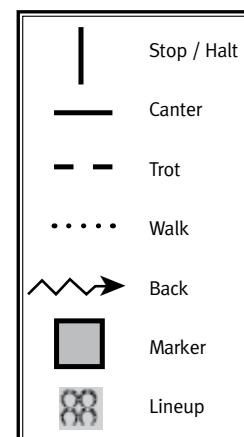
Execute an alternating serpentine. Perform the first loop at a trot on the right diagonal.

Perform the second loop at a canter on the right lead.

Perform the third loop at a canter on the left lead.

Perform the last loop at a trot on the left diagonal and continue at the trot down the straightaway.

Return to the lineup or exit the ring at the trot.



This pattern may only be used for:

- 13 & Under
- 14 - 18
- 18 & Under
- 19 & Over

If used at a Regional or National Show, pattern may not be run from the lineup.

2025 ASHO4U SHOW

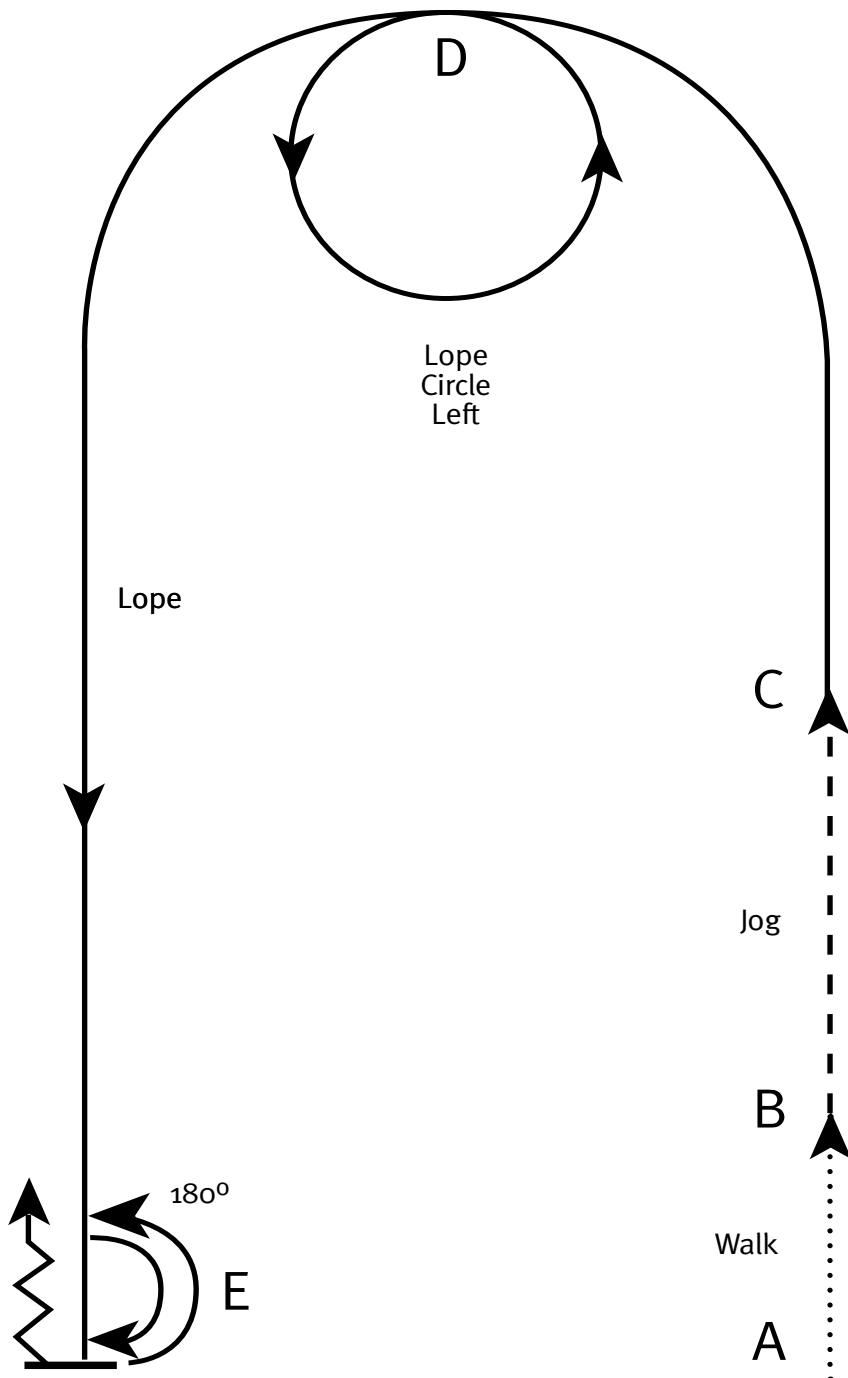
WORKING
WESTERN
PATTERNS

ASHO4U SHOW
166 — A/HA/AA Western Horsemanship AATR

Western Horsemanship

LEVEL 1 • PATTERN C

*The drawn description of this pattern is only intended for the general depiction of the pattern.
Exhibitors should utilize the arena to best exhibit their horses.*



Be ready at marker A.

Walk from marker A to marker B.

Jog to marker C.

Lope on the left lead to marker D.

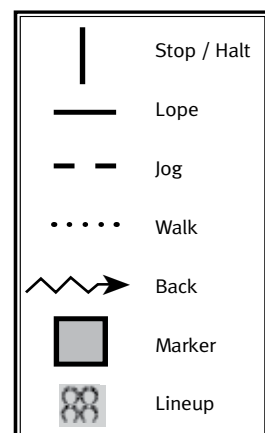
Continue to lope a circle on the left lead around marker D and continue to marker E. Stop.

Execute a 180-degree on hindquarters to the left.

Execute a 180-degree turn on hindquarters to the right.

Back four steps.

Return to the lineup at the jog or exit arena at the jog.



This pattern is appropriate to use for all age groups

If used at a Regional or National Show, pattern may not be run from the lineup.

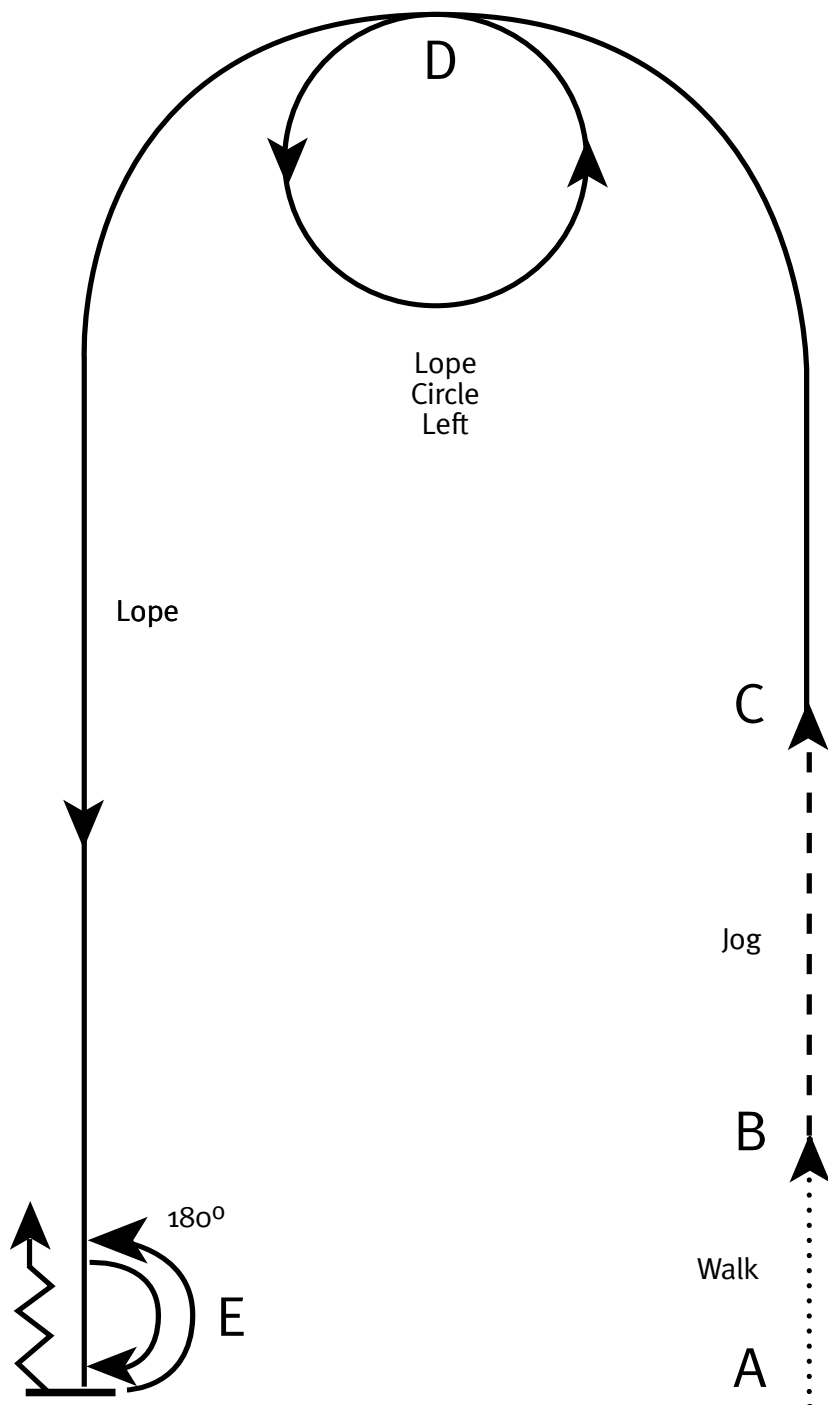
ASHO4U SHOW

271 — Western Horsemanship Medal JTR 18 & Under

Western Horsemanship

LEVEL 1 • PATTERN C

*The drawn description of this pattern is only intended for the general depiction of the pattern.
Exhibitors should utilize the arena to best exhibit their horses.*



Be ready at marker A.

Walk from marker A to marker B.

Jog to marker C.

Lope on the left lead to marker D.

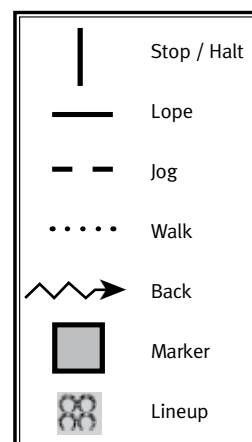
Continue to lope a circle on the left lead around marker D and continue to marker E. Stop.

Execute a 180-degree on hindquarters to the left.

Execute a 180-degree turn on hindquarters to the right.

Back four steps.

Return to the lineup at the jog or exit arena at the jog.



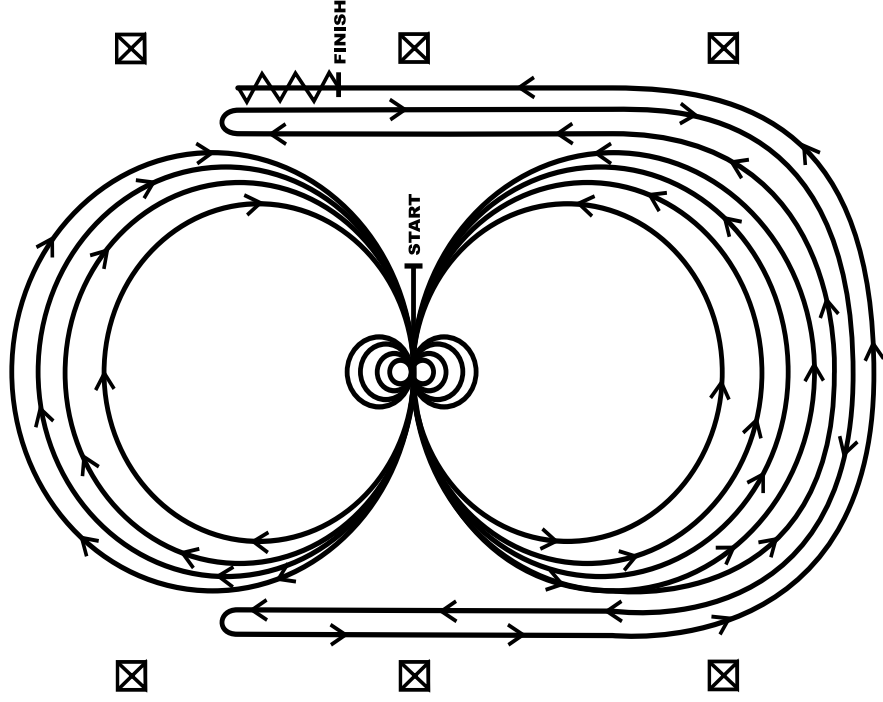
This pattern is appropriate to use for all age groups

If used at a Regional or National Show, pattern may not be run from the lineup.

ASHO4U SHOW

- 28 — Arabian Reining Junior Horse - 5
- 29 — HA/AA Reining Junior Horse - 5
- 30 — Arabian Reining Horse - 5
- 31 — HA/AA Reining Horse - 5

Pattern 5



Pattern 5

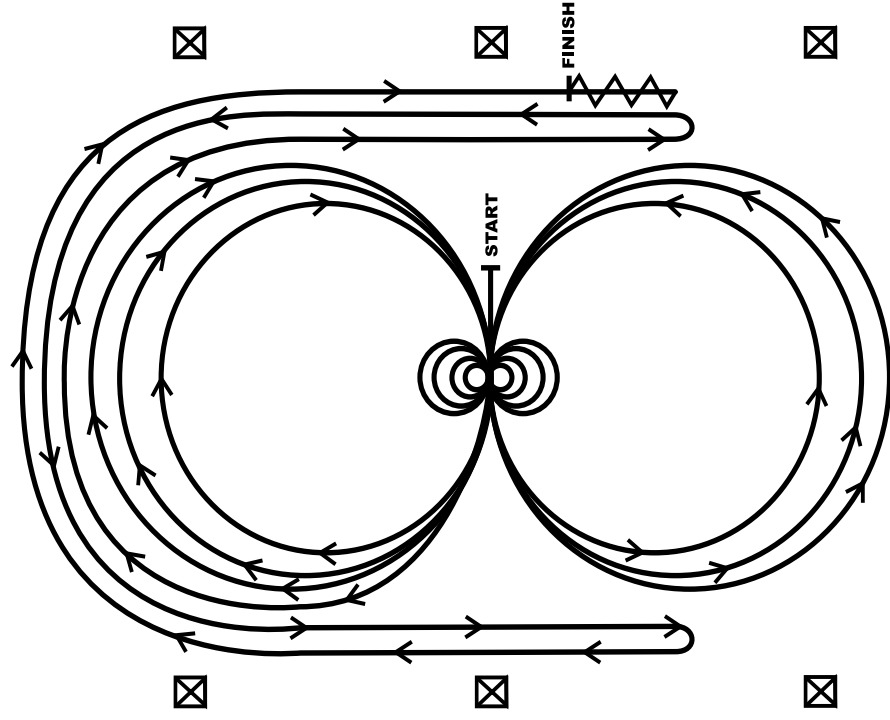
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Stop at the center of the arena. Hesitate.
4. Complete four spins to the right. Hesitate.
5. Beginning on the left lead, run a large fast circle to the left, change leads at the center of the arena, run a large fast circle to the right, and change leads at the center of the arena. (Figure 8)
6. Continue around previous circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.

ASHO4U SHOW

165 — A/HA/AA Short Stirrup Reining 10 & Under - 14

Pattern 14



Pattern 14

Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead, complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the right but do not close this circle. Run up the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

ASHO4U SHOW

32 — Arabian Reining Horse ATR - 6

33 — HA/AA Reining Horse ATR - 6

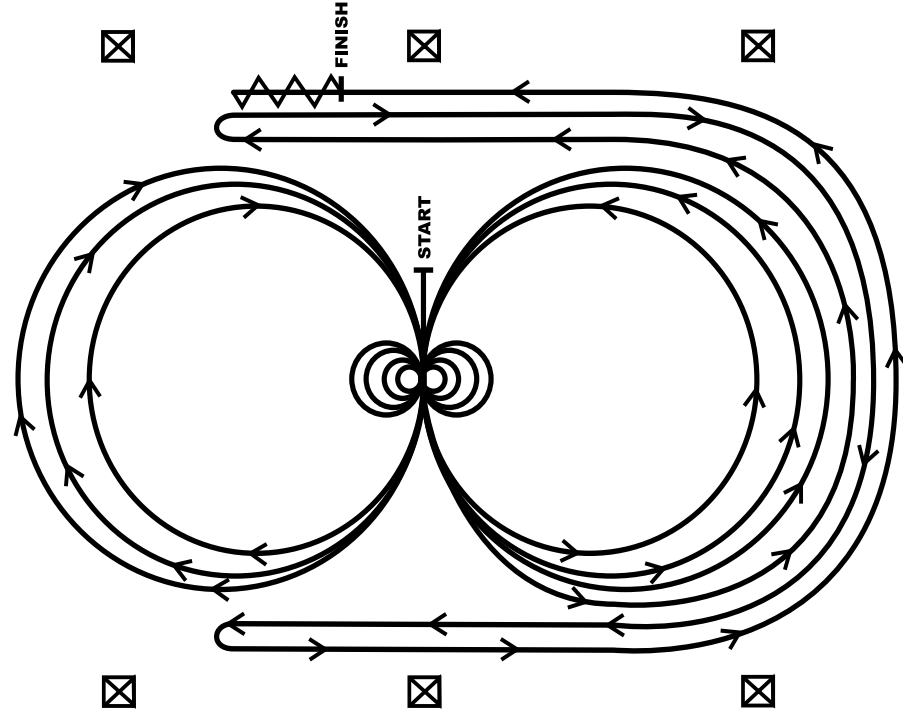
272 — Arabian Reining Horse JTR 18 & Under - 6

273 — HA/AA Reining Horse JTR 18 & Under - 6

274 — A/HA/AA Reining Seat Equitation ATR - 6

275 — A/HA/AA Reining Seat Medal JTR 18 & Under - 6

Pattern 6



Pattern 6

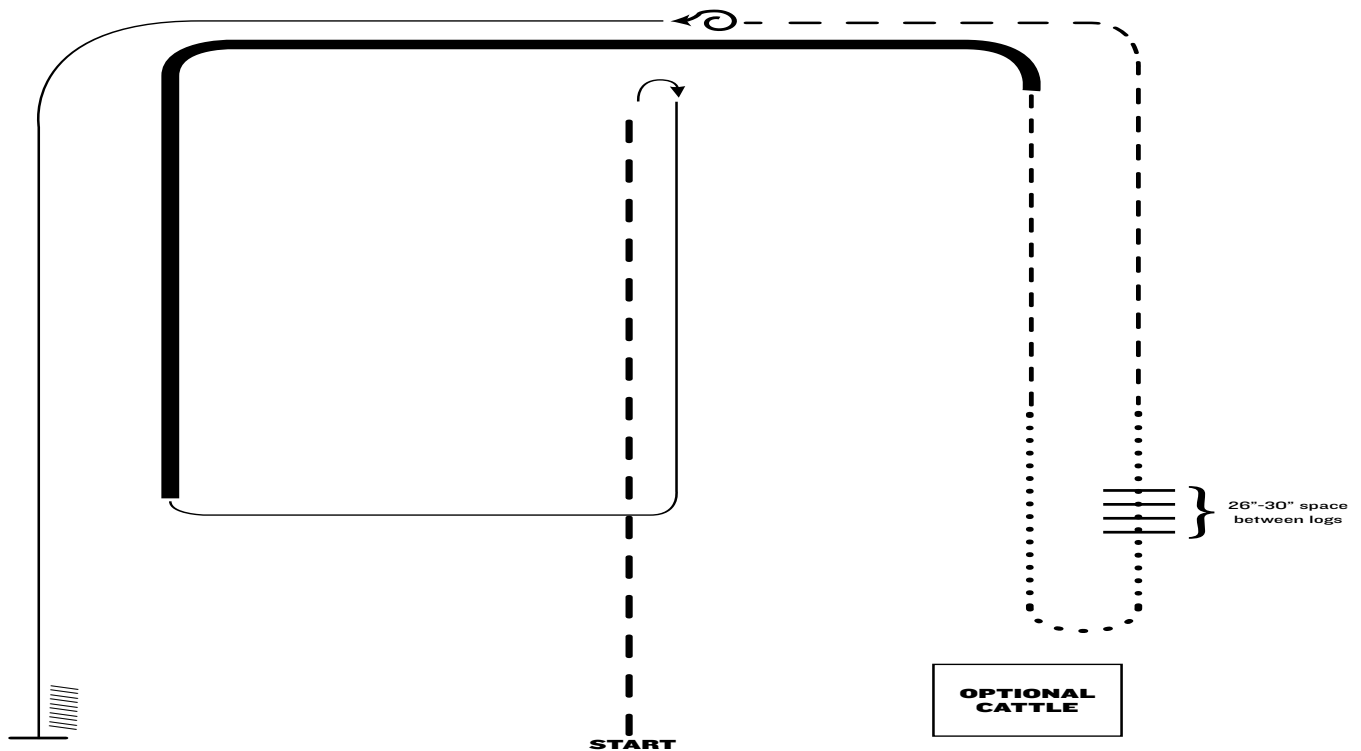
Horses may walk or jog to the center of arena. (To assist with the show schedule, show management may require that horses be jogged to center. Show management is responsible for posting this requirement.) Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the right. Hesitate.
2. Complete four spins to the left. Hesitate.
3. Beginning on the left lead, complete three circles to the left: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
4. Complete three circles to the right: the first two circles large and fast; the third circle small and slow. Change leads at the center of the arena.
5. Begin a large circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
6. Continue back around previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Back up at least ten feet (three meters). Hesitate to demonstrate the completion of the pattern.

ASHO4U SHOW

- 168 — Arabian Ranch Horse Riding JTR 18 & Under
- 169 — HA/AA Ranch Horse Riding JTR 18 & Under
- 204 — Arabian Ranch Horse Riding Junior Horse
- 205 — HA/AA Ranch Horse Riding Junior Horse
- 206 — Arabian Ranch Horse Riding AATR
- 207 — HA/AA Ranch Horse Riding AATR

RANCH RIDING – PATTERN 15



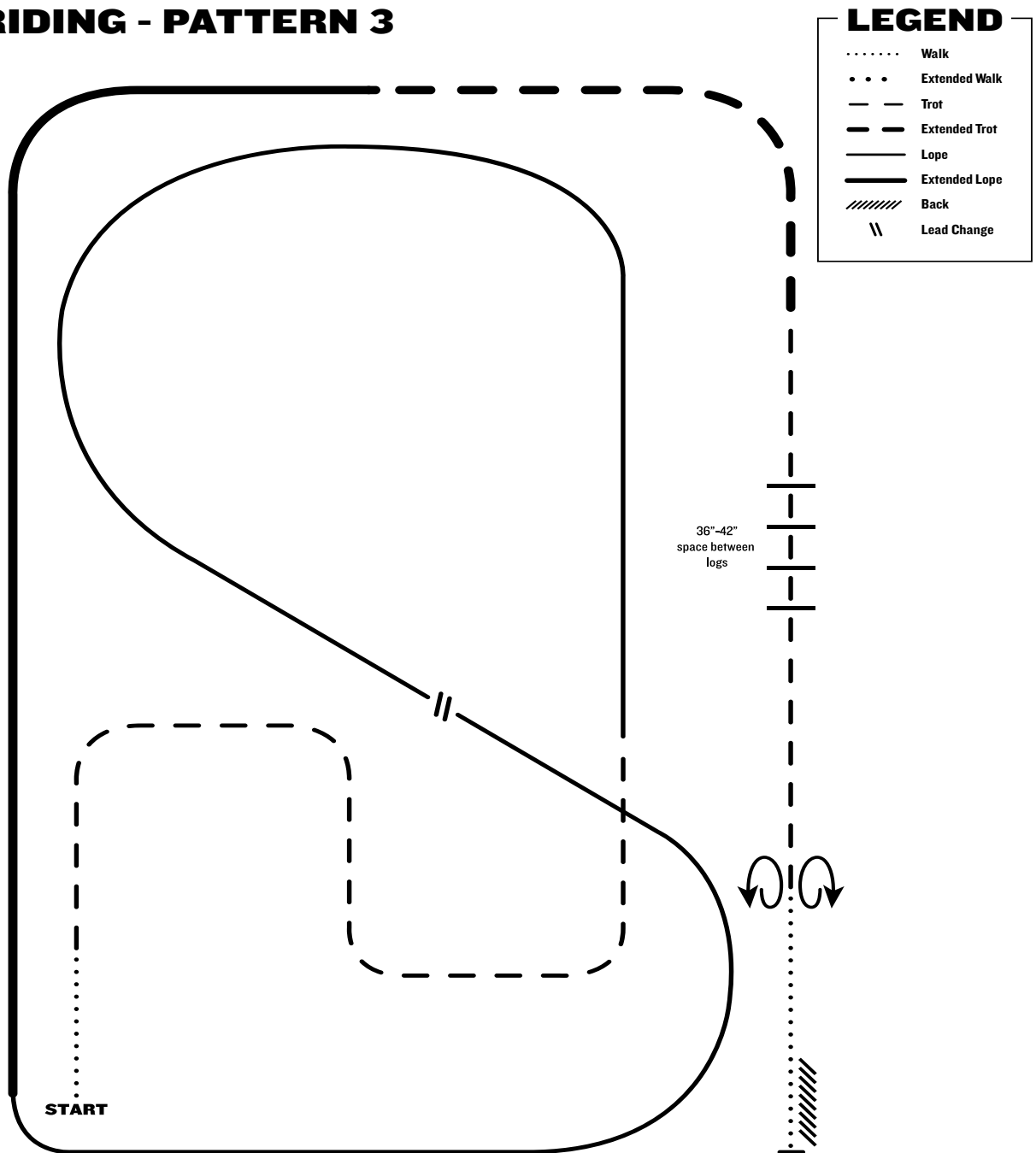
1. Extended trot
2. Stop, rollback right
3. Lope right lead
4. Extended lope (right lead)
5. Trot
6. Walk
7. Walk over logs
8. Walk
9. Trot
10. Stop, 360 left
11. Lope left lead
12. Stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

ASHO4U SHOW

202 — Arabian Ranch Horse Riding
203 — HA/AA Ranch Horse Riding

RANCH RIDING - PATTERN 3



- I. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena and then diagonally across the arena
4. Change leads (simple or flying)
5. Lope right lead around end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over logs
10. Stop, 360° turn each direction (either direction 1st) (L-R or R-L)
- II. Walk, stop and back

Note: The drawn description of this pattern is only intended for the general depiction of the pattern. Exhibitors should utilize the arena space to best exhibit their horses.

ASHO4U SHOW

167 — A/HA/AA Ranch Horse Riding W/T 10 & Under

Ranch Riding

PATTERN 3

To be used for Walk/Trot 10 & Under and 11 & Over

The drawn description of this pattern is only intended for the general depiction of the pattern.

Exhibitors should utilize the arena to best exhibit their horses.

- Be ready at start.
- Walk.
- Extended trot.
- Stop. Turn 360-degrees right.
- Trot serpentine.
- Walk.
- Walk over poles.
- Stop, and back.
- Exit the arena at the walk.

